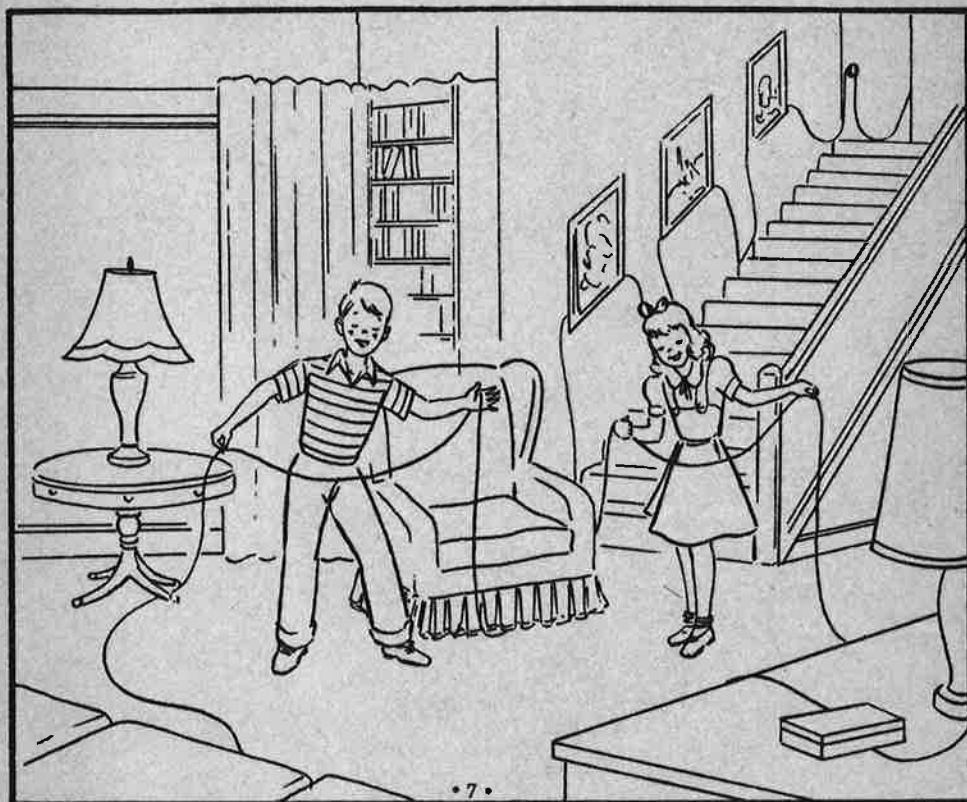


TREASURE STRINGS

To have a treasure hunt at home, start with a ball of string for each player. Before the party, tie a gift to the end of each ball of string and hide the gifts in different places around the house. Taking one ball at a time wander from one room to another unrolling string as you go. Go downstairs, upstairs, out the back door and in the front; roll the ball under a chair or table and pick it up at the other side. Let one string cross and recross the other strings to make the hunt more confusing. The greater variety of places you can make the strings go, the more exciting the hunt becomes. Finish the unwinding of each ball at the same place so that all the players will start together. Tie a different colored tag on each ball.

When the guests arrive, let them choose their favorite colors and start winding the string back on the ball. Each must follow his string until he finds his prize. The first one to find his should call "Found" and should be given an extra prize for being the first one through. A prize could also be given to the player who finishes last.

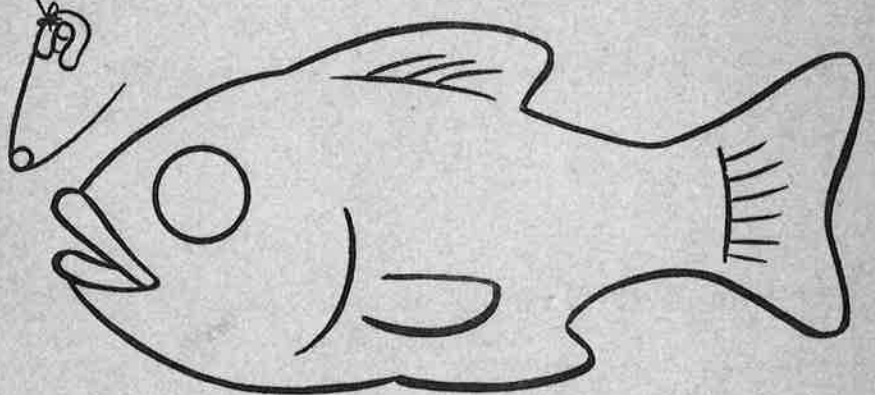


BOX FISHING

In the cover of a cardboard box about a foot long and at least two inches deep, cut ten slits each about three inches long. It is easiest to cut three slits about an inch in from the two long sides of the box and two more rows of two slits each near the center of the box. From the bottom part of the same box cut out ten fish using the one on this page for a pattern. Be sure to cut out the big eye hole. The fish may be colored with crayons or paint to make them brighter, but all the heads should look just the same. Each fish's tail should be marked with a number. Four tails are marked with a big 1, three with a number 5, two with 10, and one with 15.

Slide the fish into the slits in the box cover. Be sure that the tails do not show. To make a fish pole, tie a two-foot string to the end of a stick about a foot long. Thread the other end of the string through the eye of a small safety pin.

To play BOX FISHING, each player dangles the safety-pin hook until he catches a fish by the eye hole and pulls him up. He catches three fish this way, and totals the numbers on the tails. The fish are replaced in the box, mixed up so that the other players will not know the numbers on the tails of the fish. After each player has pulled his three fish, the person having the highest score is the winner. If two or more players get the same score, they go fishing again until they break the tie.



IN PLAIN SIGHT

During the first part of a party ask different players to wear something that you give them. The success of this game depends on how quietly the items can be handed out. Each person should think he is the only one who has been given anything. You might choose the following items:

bobby pin	paper clip	ring	bracelet	safety pin
straight pin	necklace	earring	ribbon	pencil

The players who are given these items should be told to wear them in plain sight. For example, the paper clip could be clipped to the edge of a belt, the pencil could be stuck behind the ear (especially good if it is given to a girl whose hair partially covers her ears). Do not play the game till you think most of the people have forgotten about what you have given them. Then hand each player a piece of paper and a pencil. Tell them there are ten items in plain sight that have been given to the guests and do not belong to them. See how many of them they can find. They must give both the name of the item and the name of the person wearing it. The player whose list is closest to the original list is the winner. About fifteen minutes should be allowed for this game.

ON THE SPOT

Place several newspapers on the floor so that players will step on them as they walk in single file around the room. Use piano music, a record, or just clap hands for the players to march. Stop the music at unexpected intervals. Any player who is standing on the paper when the music stops is "on the spot" and out of the game. The last player left in the game is the winner.

TOUCH TEST

One player put on a pair of heavy mittens and is then blindfolded. The other players form a circle around him. When he claps his hands, the circle moves clockwise. When he stops clapping, the circle stops. The blindfolded player then approaches one of the players and tries to identify him by touching the player's face and head with his mittened hands. He may have three guesses. If he cannot identify the player he must start the circle moving again and choose another player to try to identify. If the blindfolded player guesses correctly, he changes places with the person he identified.

AIR BALL

Seat all the players in two rows about four feet apart. Mark the half-way spot between the rows with a long piece of string laid on the floor. Give the center player of one team a balloon. He holds it in both hands and blows to start it moving. From then on until it touches ground no player may use his hands to keep it in the air; instead he blows, or hits the balloon with his head, or kicks it. When the balloon finally hits the ground on one side of the string, the opposing team receives one point. If the balloon lands on the string, neither side scores. The side reaching fifty points first is the winner.

WHO AM I?

Before the game begins, prepare a number of slips of paper each bearing the name of a famous person or fictional character (movie star, president, comic strip character, etc.). Pin a slip to the back of each player without letting him know what name he has. The object of the game is for him to guess "Who am I?" Fellow players must help in identification, by answering questions with a "yes" or "no." For example, "Am I a girl?", "Am I a movie star?", etc., narrowing the questions down to the correct answer. Any number of players participate at the same time. As soon as a player guesses his name, a new slip is pinned to his back. The person who guesses the most names in a given period of time is the winner.

STOP, THIEF!

One player is chosen to be thief. He is sent from the room and may not return until called. While he is out, the other players choose a detective. The players form a circle in the middle of which they place a hat. The thief is then called in. His job is to enter the circle, take the hat, and get outside the circle again before the detective catches him. The players, including the detective, join hands and move clockwise in their circle. When the thief wants to enter, he touches the joined hands of two people and they must open the circle for him, closing again as soon as he enters. Since he doesn't know who the detective is, there is a chance he will be caught because he has picked the detective to open the circle. As soon as the thief gets into the circle, the detective may chase him. If the thief gets the hat the players must let him out when he touches their hands. Once he is outside the circle he is free, and the detective becomes the new thief. But if the thief is "arrested," he must "pay a fine" by singing or telling a joke. The detective who caught the thief may then choose a new thief.

WINKUM

Divide the players into two equal groups, one of boys and one of girls. The girls sit on chairs placed in a circle. There will be one more chair than is needed. A boy stands behind each chair with his hands behind his back. The boy standing behind the empty chair tries to get a girl to come over by winking at her. As soon as he winks, the boy behind her chair tries to hold her by the shoulders to keep her from going. A boy must not try to hold the girl before the winker winks. When a boy loses his partner he becomes the next winker.

YESSER

Choose one player to be the "Yesser." He thinks of an object or person in the room. The other players try to discover what he is thinking by asking questions he can answer by nodding his head "yes" or shaking it "no." It is wise to begin with general questions such as: "Is it a person?" "Is it on the floor?" Ten questions may be asked. The "Yesser" counts off each question by holding up a finger. If no one guesses correctly, the "Yesser" tries another subject. If someone does guess, he becomes the next "Yesser."